# COMPUTER SCIENCE AND CODING IN JOBS

**Course Name:** STEM  
**Unit/Theme:** Coding

**Time Frame (in minutes):** 40 minutes  
**Grade Level: 3**

| CONTENT AND SKILLS |
|---|
| **Learning Objectives:**<br>● Identify at least two industries that need coders. |
| **Essential Questions:**<br>● How is coding used in today's world? |
| **Students I can statements . . .**<br>● I can explain why coding is important in today's world.<br>● I can identify two jobs that use coding.<br>● I can use Sprite Lab and develop a program. |
| **How will you meet the needs of SWD and ELL/MLL students?**<br>● Prior to students working, I check in for understanding with SWD and ELL students. |
| **Content Standards**<br>List all standard indicators (do not need standard statement) |
| ● CDOS.2.1 |
| **NYS Computer Science and Digital Fluency Standards**<br>List all standards that authentically align |
| ● 2-3.IC.7<br>● 2-3.IC.1 |

- 2-3.CT.8

- 1C. Demonstrate skills related to setting and working toward personal and academic goals.

**INSTRUCTIONAL PLAN**
List the steps of the lesson, including instructions for the students including how they will construct and practice content knowledge.

Add Standard Indicators next to activity that aligns and highlight them.

- Intro Computer Science Job in Diverse fields that use coding Computer Science is Changing Everything (2-3.IC.1)

1. Discuss why coding is important and how it's changing work
- Show video:  Change the Face of Computer Science (2-3.IC.7)
2. Discussion on what phase of computer science is most interesting to students?
3. Have students login to Code.org and assign them to the Hello World Module
   a. videos.code.org/hello_world_intro_spritelab.mp4 (2-3.CT.8)
4. Students begin working on Sprite Lab to code.

5. Students will share out thoughts/feeling about computer science and how it's being used in today's world.

## FUTURE READY COMPETENCIES
Check off each competency that students will interact with during this lesson.

Collaboration
Communication  x
Critical Thinking/Problem Solving
Creativity & Innovation  x

## MATERIALS / RESOURCES
Add additional resources needed for this lesson such as instructional technology templates, images, videos, etc.
***Including Instructional Technology Tools***

- [Computer Science is Changing Everything](#)
- [Change the Face of Computer Science](#)
- [videos.code.org/hello_world_intro_spritelab.mp4](#)
- Create a class in code.org and assign the class